Astrocade™

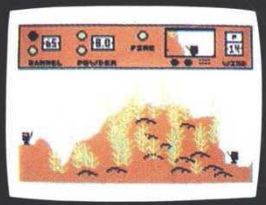
THE PROFESSIONAL

videocade™

CARTRIDGE

ARTILLERY DUEL 5005

Take your military positions, set your cannon, and fire at the oppostion. You must allow for elevation and wind to properly aim your piece. Sound effects and video take on a comic strip kind of realism. Up to 4 players.



Copyright © 1982 Astrocade, Inc. All Rights Reserved

ARTILLERY DUEL

Square off for an exciting duel of skill and cunning as you plan and carry out the destruction of your opponent. Check the wind, make critical adjustments to barrel angle and powder charge, and fire. The final explosion leaves no doubt as to the winner. Random terrains ensure that every game is different! A fantastic party game that's absolutely addictive for 2 players or teams.

LOADING INSTRUCTIONS

1. Turn on your Astrocade and TV set, then select channel 3 or 4.

2. Connect the hand controls by inserting control #1 into the first jack on the back left side (as you face the front of the Astrocade). From left to right, the jacks connect to players 1, 2, 4 and 3.

3. Insert the game cartridge, label side up, into the cartridge slot. Press it down firmly to lock it into position.

4. Press the RESET button and the menu of games will be displayed.

Copyright © 1982 Astrocade, Inc.
All Rights Reserved

ARTILLERY DUEL (2 players)

Set up and take charge of a modern artillery emplacement complete with closed-circuit television monitor for viewing your target. Full controls and realistic sounds put you right into the action.

STARTING THE GAME

Choose ARTILLERY DUEL by pressing 1 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 1 appears on the screen, then pull the trigger again).

The same procedure selects the RANK (skill level) of each player. PRIVATE requires the least skill to play, while GENERAL requires maximum care and concentration. Players may choose different ranks as desired, making the game just as challenging to the experts as it is to the new players.

PLAYING THE GAME

After a random terrain is drawn and the soldiers install the gun emplacements, players take turns lobbing shots at one another beginning with player 1 (or the loser of the previous round).

The gun control panel appearing at the top of the screen has 5 green buttons for controlling barrel angle (in 5 degree increments), powder charge (in .1 bag increments), and firing the gun. Select the appropriate control button by pushing the knob in that direction, making that button flash. The upper button increases the applicable setting while the lower button decreases it. Once a button is selected (and flashing), pulling the trigger "presses" that button for the desired effect.

On the far right of the control panel is the wind indicator. The number shows how hard the wind is blowing and the flag above it indicates the direction. The wind may change on each turn so it's wise to remember its strength on your last turn. The closed-circuit TV screen is for authenticity and does not affect your shot.

The rank you've chosen has three effects on your play. The most noticeable is the size of the destruction pattern made by the impact of your hit; PRIVATE has the largest pattern. The PRIVATE rank also has the best penetration through the terrain without hitting anything (handy when a steep rise is in front of you) and the least amount of wind change to deal with (1 MPH maximum). The wind may change by up to 5 MPH for the GENERAL rank.

A gun may still fire even though it is damaged - it takes at least 50% damage to destroy a gun and its ammunition store. Damaged barrels are automatically replaced by the crew.

SCORING

When a gun is destroyed, a point is awarded to the player who made the hit. Both scores appear at the top of the screen as the winning soldiers march off the field. After a few seconds a new terrain is drawn and the next round begins.

STRATEGIES FOR WINNING

The effect of gravity on your shot changes each game to prevent an experienced player from memorizing shot distances from game to game. Therefore, if you have the first shot simply use the "average" setting that is initially provided (i.e. 60 degrees, 7.0 base). If your opponent shoots first, learn from his shot.

The most important rule is to remember the wind reading on your last shot so that you can adjust for it this time. (NOTE: Use .1 bag of powder to adjust for every 2 MPH of wind change at 60 degrees barrel angle as a rough estimate.)

Your overall approach may include tunneling through a mountain or shooting over it. Generally, the higher the barrel angle the easier it is to shoot over an obstacle without shooting over your target.

As a last resort, use verbal exchanges and bad advice to distract and confuse your opponent. This strategy works especially well when played by teams at a social gathering.

PLAYING AGAIN

To play ARTILLERY DUEL again, simply wait for another game to start. This will happen automatically after the last round is complete with the loser awarded the first shot. To reset the score or assign new player ranks, press the RESET button and follow the instructions for starting the game.

LIMITED WARRANTY

Astrocade, Inc., 6460 Busch Blvd., Suite 215, Columbus, OH, 43229 (the "Warrantor") hereby warrants, to the original purchaser only, that this product will be free from defects in materials and workmanship, under normal use, for a period of 90 days from the date of purchase.

The Warrantor shall have no liability or responsibility to purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to any interruption of service, loss of business and anticipatory profits or consequential damages resulting from the use or operation of this product.

If during this 90-day period a defect in this product should occur, the product may be returned to: Astrocade, Inc., or to an authorized Astrocade, Inc. dealer and Astrocade, Inc. will replace this product without charge.

When requesting performance under the terms of this warranty, the original purchase date must be established by the customer by means of a bill of sale, invoice, or other acceptable documentation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

Astrocade™

6460 BUSCH BLVD., SUITE 215
COLUMBUS, OHIO 43229

MADE IN U.S.A. KELLER, RUBINSTEIN & JACOBS ADVERTISING PRINTED IN U.S.A.

***Manufactured under license from Bally Manufacturing Corp.**